



CITY OF LAUDERHILL

Mayor Kaplan's

International

Cricket Cup 2005

Rules

City of Lauderhill
Mayor Kaplan's International Cricket Cup 2005
RULES

Venue:

All matches will played at the **Lauderhill Sports Park** – 7500 W. Oakland Park Blvd.

Format:

The 10 participating teams will be designated to a specific zone.
Teams will play Round Robin within its respective zone only.
Each team will play a minimum of 4 matches.
The top two teams from each zone will then go into the play-off round.

Match Results:

Win	5 points
Loss	0 points
No Result	3 points
Ties	3 points
Abandoned	2 points

A match is “official” if both teams were able to bat a minimum of 7 Overs.
No Result applies when neither team was able to bat a minimum of 7 Overs.
Abandoned Match applies when the match never got started, due to weather conditions. Team batting first must have batted 7 Overs before a game is considered No Result

Tournament Committee

The City has established a Tournament Committee to oversee the smooth running of the tournament. Disputes, protests, player discipline or any other matter arising during the tournament will be decided upon by the Tournament Committee and any rulings rendered will be binding on participating teams.

Playing Hours:

Two (2) matches will be scheduled every Saturday

- First Match 6:00 PM to 8:20 PM
- Second Match 8:30 PM to 10:50 PM
- Teams/players must be ready, fully dressed in their official team uniforms and on the field ready to play at the designated times.
- Coin Toss and exchange of match roster will take place 15 minutes prior to scheduled start.

Official Team Uniforms

The City of Lauderhill will provide official team uniforms consisting of 15 Shirts, 15 Pants and 4 Pad Covers, with different colors representing each team's nationality/region. The uniforms will remain the property of the City for the duration of the tournament.

A team-designated representative will take possession of the uniforms and will be responsible for their return at the conclusion of the tournament.

Since only 15 uniforms will be issued to each team it is the responsibility of the team to control distribution to players.

Players NOT wearing their official team uniform will NOT be allowed to participate in any match.

Mandatory Player Participation:

All players from all teams fully dressed in official team uniforms are required to participate in the scheduled opening ceremonies.

Team Composition:

To facilitate the participation and inclusion of all cricket players the City of Lauderhill has implemented a ruling which states:

- A. Each team is allowed to have - no more than 5 of the 15 players from another country playing on their team.
- B. Each Team will be comprised of no more than 15 players. Players can be rotated to play in any order the team captain deems fit. The 11 players declared to the Umpire at the start of every game will be the ONLY 11 to play during that game and must include a minimum of 6 nationals.

NO SWITCHING OF TEAMS ONCE YOU PLAY FOR A TEAM. Anyone playing for more than one team will be disqualified for the duration of the league.

- C. Each team manager / captain is required to hand in no less than 11, up to 15 completed registration forms per team prior to the start of the first game to Indy Maharaj at City of Lauderhill (954) 717-1511.
- D. Additional players may be added to the initial list of registered players and must be done by the close of business (4:30 PM) on the Friday prior to the scheduled match in which the player will be participating, to Indy Maharaj at City of Lauderhill (954) 717-1511.
- E. Players must be at least 15 years of age. Players 15 to 17 years old must have written parental consent to participate.
- F. Each team must assign a player or other personnel to sit at the scorers' table during the match to assist the scorer and announcers in properly identifying the players on the field. The City will be providing an official scorer for each match.

City of Lauderhill Park Rules:

1. Possession and consumption of alcohol and other illegal substances are strictly prohibited on City property. Any player found with alcohol on the playing field will be ejected immediately from playing any more games.
2. Smoking and cell phones are strictly prohibited on the field of play.
3. **THERE WILL BE ZERO TOLERANCE FOR FIGHTING/ PROFANITY BEING USED ON THE FIELD AND SURROUNDING CITY PROPERTY.**
Team member/player who threatens City employees, Umpires, Scorers, other team players, League Officials or representatives of the City of Lauderhill, will be subject to disciplinary actions.

Please keep in mind that the City of Lauderhill is committed to promoting the game of cricket in the United States. We encourage the captain of each team to stress upon your players...be mindful of their behavior towards those present on City property. We all know, cricket not only attracts avid fans but entire families and we urge all to be respectful and considerate especially in the presence of children.

Rules of Play:

General

Each team will consist of 11 players, with a 12th man on standby.

All matches will be of 20 Overs duration.

In the event the match is affected by rain, then the Umpire shall begin reducing the Overs by 1 Over for every 3 minutes of rain interruption. The team batting 2nd, should bat the same amount of Overs as the 1st, and at least half of the amount of the Overs of the first team to be deemed an Official Game. In the event of torrential showers, the League Committee shall be the final judge as to suitability of the playing field.

Batting

The team scoring the most runs in its allotted Overs will be the winner.

If the team batting second completes 7 or more Overs but not its full allocation of Overs, then the winner will be the one with the **better Overall Run-Rate**.

Bowling

10 consecutive Overs must be bowled from each end

A bowler can bowl 2 consecutive Overs before a bowling change can occur.

No player may bowl more than 4 Overs

A Bowlers run-up is limited to 15 Yards

In a rain-affected game, the over that each player can bowl will be reduced according to the Overs to be bowled.

Fielding

At the instant of delivery, there may not be more than five (5) fieldsmen on the legside and no more than two (2) backwards of square on the legside.

The following 30-yard circle restrictions will apply.

1. In the 1st. 7 Overs, no more than 2 players allowed outside the circle.
2. After 7 Overs, no more than 5 players allowed outside the circle.

Wides

A penalty of one run for a wide plus any runs scored from the delivery.

Any leg-side delivery automatically shall be called a wide.

No Balls

A penalty of one run for the no ball plus any runs scored from the delivery.

No ball rules of regular cricket apply.

A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide or no ball). In the event of the bowler bowling more than one fast short-pitched delivery in an over, the umpire shall call and signal no ball.

Loss of Overs

Any team **not ready to play** 5 minutes after the scheduled starting time shall lose 1 Over for every 3 minutes of delay.

Forfeiture of Matches

Any team **not ready to play** 30 minutes after the scheduled starting time shall be considered as having forfeited the match.

If the other team is ready to play then that team will be declared the winner.

Any team forfeiting two matches shall be suspended from the tournament and its scheduled opponents will be declared winners by default.

Ready to Play

Ready to play means a minimum of 7 players, **6 of which must be nationals** in their official team uniform, present at the ground and in clear visible view of the umpires.

Match Clock

The umpires shall be the sole timekeepers of the match.

Any Over in progress at the scheduled stop time shall be completed.

Semi Finals & Finals

For any player to qualify playing in the Semi-Finals and Finals, the player must have played with his team in 2 games prior. Any registered player on tour as a member of USACA National team during the time his team is scheduled to play, will have that scheduled match count towards his qualification for the Semi Finals and Finals.

If the Semi-Finals cannot be played, the right to go to the Finals will be determined by selecting the 2 top teams from each zone.

Umpires Responsibilities

Umpires are to read this package in its entirety before the start of the tournament to ensure a complete understanding of the rules of the game and rules of the City.

Umpires must arrive at the game site no less than 30 minutes before game time and secure from the team captains/representatives the declared team.

Umpires should inform the teams of the start time and enforce the start time rule. They are to collect the declared team list and ensure the teams are in compliance with the 7 players present rule before the start of any game.

Umpires should direct the teams to toss and secure for the winner, decision to bat or field.

Umpires should keep an extra ball in their possession at all times and should consult with the scorer for assistance in the balls and Overs count.

Umpires should be knowledgeable in that bowler can bowl 2 consecutive Overs before a bowling change can occur and no player may bowl more than 4 Overs.

Umpires should enforce any violation of un-sportsmanlike conduct (see Park Rules above).

Umpires are required to fill out the City's Invoice Work Sheet and given to the scorer to be handed in for processing. Also, Umpires are to provide the City with a contact number you can be reached at all times, especially on the days of play, to notify you of any changes, cancellations or postponement of games.

Umpires must be fair and impartial for the integrity of the game; failure to adhere to the rules of the game and the City will result to being removed from the game and future participation of games during the league.

Tournament Committee

Irvin Kiffin – City of Lauderhill

Scott Newton – City of Lauderhill

Leslie Tropepe – City of Lauderhill

Indira Maharaj – City of Lauderhill

Jeff Miller – South Florida Cricket Alliance

Manaf Mohamed – Florida Southeast Cricket League